



Course card

Course title	Animation		
Semester (winter/summer)	winter/summer	ECTS	4
Lecturer(s)	Przemysław Liput, PhD		
Department	Institute of Art & Design		

Course objectives (learning outcomes)

The aim of the course is to learn or develop the ability to express a range of content using the medium of animation through a variety of techniques.

Learning objectives:

- shaping artistic imagination
- acquaintance with expressive means in animation and film
- looking for unconventional solutions in terms of visual form and film narration
- exploring issues of image perception - shaping the ability to present and defend one's own artistic project.

Prerequisites

Knowledge	Advanced knowledge of artistic problems and the development of artistic tasks within the level of MA studies.
Skills	The course content is individually tailored to each student depending on their research topic and level. The level of sophistication is adapted to the student's level. It is possible to take the course from scratch or as a continuation of participation from previous semesters of study.
Courses completed	

Course organization

Form of classes	W (Lecture)	Group type						
		A (large group)	K (small group)	L (Lab Atelier)	S (Seminar)	P (Project)	E (Exam)	
Contact hours				50				



Teaching methods:

- an introduction to basic artistic techniques in the form of a series of short lectures supported by practical exercises.
- presentation of examples of realisations illustrating technical and formal problems discussed
- formulation of an artistic problem of each individual student and working out a method of realisation
- implementation of the project in and outside the studios
- individual realisation of works within the framework of assigned themes
- individual and group discussion of the works

Assessment criteria

- attendance in class
- completion of work on assigned topics
- progress made during the semester
- appropriateness of the use of resources in relation to the subject undertaken

Comments

Course content (topic list)

- introduction to basic problems in the form of a series of short talks supported by practical exercises.
- presentation of examples of realisations illustrating the discussed techniques and formal problems
- formulation of an artistic problem and working out how to realise it
- Implementation of the project in and outside the studios
- individual realisation of works within the framework of designated themes
- individual and group discussion of the works

Compulsory reading

Richard Williams, *The Animator's Survival Kit*, Faber & Faber, 2001

Recommended reading

The recommended supporting literature is directly related to the topics of the tasks carried out.

Assessment methods:

	E – learning	Didactic games	Classes in schools	Field classes	Laboratory tasks	Individual project	Group project	Discussion participation	Student's presentation	Written assignment (essay)	Oral exam	Written exam	Other
			X		X	X		X					X